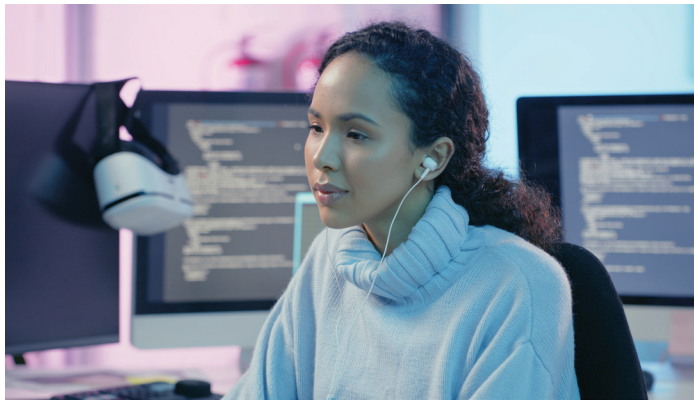


Unity Developer

PROGRAM CODE: 31-153-1



Technical Diploma



COURSE	CREDITS
CSG-110	Introduction to Computer Simulation and Gaming..... 3
CSG-114	Introduction to Game Development/ Programming 3
CSG-115	CSG Production 3
CSG-117	Game Logic and Problem-Solving..... 3
MATH-107	College Mathematics ‡..... 3 (or) Any 200-level MATH course
CSG-118	Game Engine Scripting ‡ 3
CSG-119	Designing Interactive Displays ‡..... 3
CSG-120	Interactive Display Production 1 1
CSG-128	Intermediate Game Development Programmer ‡ 3
CSG-179	CSG API Programming ‡..... 4

Location: Downtown Milwaukee Campus, Online Campus

Start Dates: August and January

Admission Requirement: High school diploma or GED, high school-level algebra

Financial Aid Eligible: Yes.

Apply at fafsa.gov. Use School Code 003866.

CREDITS

Total credits needed to complete this diploma

29

‡ Prerequisite required.

Program curriculum requirements are subject to change.

Current MATC students should consult their Academic Program Plan for specific curriculum requirements.

Program Description

Make MATC your first choice for learning about 3D software. Through this program, you will develop the skills necessary to learn the Unity 3D software creation tool, which is used to develop simulations, video games, training programs and educational software.

Career Outlook

Learning the fundamentals of Unity 3D prepares you to develop for multiple consoles and platforms, especially personal computer, web and mobile applications in 2D and 3D.

Program Learning Outcomes

- Demonstrate the ability to create and manipulate assets using the Unity 3D engine.
- Create understandable and fluid GUI elements.
- Apply 3D math knowledge of transforms, coordinate systems and interpolation.
- Apply object-oriented principles in designing systems and scripting.
- Demonstrate the ability to contribute to all aspects of development on a multidisciplinary team.



Complete Program Details

QUESTIONS? 414-297-6004 or creativeartspathway@matc.edu